(Knowledge for Development)

KIBABII UNIVERSITY
(KIBU)

MAIN CAMPUS

UNIVERSITY EXAMINATIONS

END OF SEMESTER EXAMINATION

2021/2022 ACADEMIC YEAR

SECOND YEAR FIRST SEMESTER EXAMINATION

FOR THE DIPLOMA IN

(INFORMATION TECHNOLOGY)

COURSE CODE: DIT 067

COURSE TITLE: MULTIMEDIA APPLICATIONS/TECHNOLOGY

DATE: 17/05/2022   **TIME: 9.00 A.M. – 11.00 A.M.**   2HRS

INSTRUCTIONS TO CANDIDATES:
Answer Questions ONE and ANY OTHER TWO.

Paper Consists of 3 Printed Pages. Please Turn Over ▶.

QUESTION ONE [COMPULSORY] (24 MARKS)

a) Define the following terms **(4 marks)**

    i.   *Multimedia*

    ii.   *Compression*

    iii.   *Storyboarding*

    iv.   *HTML*

b) Differentiate the following terminologies **(4 marks)**

    i.   *2D and 3D Animation*

    ii.   *Graphics and images*

c) Explain the main *advantages* of multimedia systems. **(4 marks)**

d) What are *factors* a designer should consider when developing a multimedia system **(4 marks)**

e) Discuss the application of multimedia in science and technology today **(8 marks)**

QUESTION TWO (18 MARKS)

a) Explain multimedia development stages. **(6 marks)**

b) Explain two methods that you can use to enable storage and transmission of large multimedia file **(4 marks)**

c) What is Virtual Reality? Explain how virtual reality has improved training in many Institutions **(4 marks)**.

d) Explain the need for synchronization in multimedia applications **(4 marks)**

QUESTION THREE (18 MARKS)

a) What are the issues in designing a multimedia project? Discuss the tradeoffs involved. **(6 marks)**

b) You have been employed as a graphic designer, illustrate how you could market the university by using Microsoft PowerPoint Application **(6 marks)**

c) Give FOUR reasons why do we need compression **(6 marks)**

QUESTION FOUR (18 MARKS)

a) Explain challenges you as a multimedia designer encounter when developing multimedia system **(6 marks)**

b) Discuss the importance of text in a multimedia presentation. List at least **three (3)** factors that affect the text readability. **(6 marks)**

c) Explain how evolution of technology has made animation process easier **(6 marks)**

QUESTION FIVE (18 MARKS)

a) What are factors one should consider when designing multimedia user interface

(4 marks)

b) Explore any 4 principles and digital animations **(4 marks)**

c) Briefly explain legislation and copyright issues governing multimedia ownership, reuse, distributing and sharing in Kenya **(6 marks)**

d) Identify and explain any three different image file format **(4 marks)**